

Legendmaker

Fantasy Character Sheet

Player Name Jaime Rutledge
 Date of Creation 27 April 1997
 Gamemaster Ron O. Cunningham, Jr.
 Character Name Diarrah's Myrage
 Race Pheelyne
 Classes Thief
 Sex Female
 Natural Age 16 / Unnatural Age 20
 Religious Affiliation Kadok Fra Wyrd
 City of Origin Cymor
 Social Status Good

Character Level

Total Proficiency Levels 45 ÷ 10 = 4.5

Stats

ST: $\frac{30}{\text{Base}} + \frac{30}{\text{dV}} = \frac{60}{\text{Total ST}} \div 10 = \frac{6}{\text{ST Adjust}}$

CN: $\frac{40}{\text{Base}} + \frac{24}{\text{dV}} = \frac{64}{\text{Total CN}} \div 10 = \frac{6}{\text{CN Adjust}}$

DX: $\frac{60}{\text{Base}} + \frac{32}{\text{dV}} = \frac{92}{\text{Total DX}} \div 10 = \frac{9}{\text{DX Adjust}}$

IN: $\frac{20}{\text{Base}} + \frac{14}{\text{dV}} = \frac{34}{\text{Total IN}} \div 10 = \frac{3}{\text{IN Adjust}}$

WI: $\frac{20}{\text{Base}} + \frac{11}{\text{dV}} = \frac{31}{\text{Total WI}} \div 10 = \frac{3}{\text{WI Adjust}}$

CO: $\frac{60}{\text{Base}} + \frac{20}{\text{dV}} = \frac{80}{\text{Total CO}} \div 10 = \frac{8}{\text{CO Adjust}}$

Weight Allowance

Total ST × 2 120 + ST Base 30 = 150 lbs.

Personal Worth

In Hand		In Bank/Vault
Copper	<u> </u>	Copper <u> </u>
Silver	<u>122</u>	Silver <u> </u>
Gold	<u>339</u>	Gold <u> </u>
Platinum	<u>15</u>	Platinum <u> </u>
Gems	<u>83</u>	Gems <u> </u>

Defense Adjustment

DX Adjust 9
 Armour Type DAP + 30
 Other DAP + 30
 Adjusted DAP = 69 %

Initiative

Initiative Base 10
 DX Adjust - 9
 Other to Initiative - 0
 Adjusted Initiative = 1

Parry

Parry Base 5
 DX Adjust + 9
 Combat Adjust +
 Other Adjust +
 Adjusted Parry = 14 %

Damage Tolerance

Total ST 60
 Total CN + 68
 CN Adj. × CL + 24
 Max DT = 42
 Current DT 42

Spell Points

Total IN or WI ÷ 5
 IN or WI Adj. × CL +
 Max Spell Points =
 Current Spell Points

Godcall

Godcall Base 10
 WI Adjust + 3
 Convert Points ÷ 10 +
 Used -
 Godcall = 13 %

Resistance Rolls

Mage Spells or Mage-Based Psionics

Necromancy 15 + CN Adjust 6 + Other Adjust + CL 4 = 25 %
 Psycho-Sensory 25 + WI Adjust 3 + Other Adjust + CL 4 = 32 %
 Other Schools 20 + No Adjust + Other Adjust + CL 4 = 24 %

Cleric Spells or Cleric-Based Psionics

CN-Based 15 + CN Adjust 6 + Other Adjust + CL 4 = 25 %
 Divine Influence 0 + WI Adjust 3 + Other Adjust + CL 4 = 7 %
 Other Schools 20 + No Adjust + Other Adjust + CL 4 = 24 %

Cleric

Class Base	_____
CN Adjust	+ _____
IN Adjust	+ _____
WI Adjust	+ _____
Other	+ _____
Adj. Base	= _____
ST Adjust to Damage	_____

Proficiency	Prof. Levels	+ Adj. Base	= PCA
Cleric			
Constitution-Based			
Defensive			
Divine Influence			
Naturalist			
Offensive			
Weapon:			

Fighter

Class Base	<u>0</u>
ST Adjust	+ <u>6</u>
DX Adjust	+ <u>9</u>
IN Adjust	+ <u>3</u>
Other	+ _____
Adj. Base	= <u>18</u>
ST Adjust to Damage	<u>6</u>

Weapon Type	Prof. Levels	+Adj. Base	= PCA	Damage	Attacks/CC	Max
Pole Arms				6d10	No multiple attacks	
Long Weapons				5d10	1/7 PL	2
Medium Weapons				4d10	1/5 PL	3
Short Weapons				3d10	1/4 PL	4
Hand Weapons				2d10	1/3 PL	5
Open Hand				1d10	1/2 PL	5
Short Distance				2d10	1/3 PL	4
Medium Distance				3d10	1/4 PL	3
Long Distance				4d10	1/5 PL	2
Other <i>Claw boots</i>		<i>18</i>		<i>2d10</i>	<i>1/2 PL</i>	<i>5</i>

Mage

Class Base	_____
CN Adjust	+ _____
IN Adjust	+ _____
WI Adjust	+ _____
Other	+ _____
Adj. Base	= _____
ST Adjust to Damage	_____

Proficiency	Prof. Levels	+ Adj. Base	= PCA
Defensive			
Elemental			
Necromancy			
Offensive			
Psycho-Sensory			
Sorcery			
Weapon:			

Thief

Class Base	<u>30</u>
ST Adjust	+ <u>6</u>
DX Adjust	+ <u>9</u>
IN Adjust	+ <u>3</u>
Other	+ _____
Adj. Base	= <u>48</u>
ST Adjust to Damage	<u>6</u>

Proficiency	Prof. Levels	+ Adj. Base	= PCA
Climb Walls	<i>0</i>	<i>45</i>	<i>45</i>
Deception	<i>8</i>	<i>45</i>	<i>45</i>
Disguise	<i>0</i>	<i>45</i>	<i>67</i>
Klepto-Concealment	<i>11</i>	<i>45</i>	<i>45</i>
Open Locks	<i>4</i>	<i>45</i>	<i>55</i>
Pick Pockets	<i>11</i>	<i>45</i>	<i>56</i>
Prowl	<i>2</i>	<i>45</i>	<i>45</i>
Traps	<i>1</i>	<i>45</i>	<i>50</i>
Weapon: <i>Medium Distance</i>	<i>8</i>	<i>45</i>	<i>45</i>

Primary & Secondary Skills

IN Adjust = Number of Primary Skills 5

IN Adjust $\times 2$ = Number of Primary Skill Levels 10

Primary Skill Levels: 19 $\div 10$ = Primary Competency Level 1.9

Primary Skills	Skill Level	+ Base	+IN Adjust	+Stat Adjust	+ Other	= PCA
1. <i>Acrobatics</i>	<i>5</i>	30	<i>3</i>	<i>9</i>		<i>47</i>
2. <i>Read/Write Native (Pheelyne)</i>	<i>1</i>	30	<i>3</i>		<i>8</i>	<i>42</i>
3. <i>Acting</i>	<i>5</i>	30	<i>3</i>			<i>38</i>
4. <i>Pharmacology</i>	<i>5</i>	30	<i>3</i>			<i>38</i>
5. <i>Locate Secret Doors</i>	<i>3</i>	30	<i>3</i>			<i>36</i>
6.		30				
7.		30				
8.		30				
9.		30				
10.		30				
11.		30				
12.		30				

Secondary Skill Levels: 16 $\div 10$ = Secondary Competency Level 1.4

Secondary Skills	Skill Level	+ Base	+IN Adjust	+Stat Adjust	+ Other	= PCA
1. <i>Ride Land Creature</i>	<i>1</i>	15	<i>3</i>	<i>9</i>		<i>28</i>
2. <i>Alchemy</i>	<i>11</i>	15	<i>3</i>			<i>29</i>
3.		15				
4.		15				
5.		15				
6.		15				
7.		15				
8.		15				
9.		15				
10.		15				
11.		15				
12.		15				

Racial Special Abilities

	Class	Base	+ Modifiers	= PCA
1. <i>Create Glyphs</i>	<i>M</i>	<i>10%</i>	<i>-5% / life</i>	<i>85%</i>
Effects: <i>used only for the death ceremony</i>				
2. <i>Floating Fall</i>	<i>M</i>	<i>30%</i>	<i>10% / life (no max)</i>	<i>50%</i>
Effects: <i>30 seconds + 10 seconds / life, 10 ft. radius</i>				
3. <i>Speak with Animals</i>	<i>C</i>	<i>30%</i>	<i>1% / year (no max)</i>	<i>46%</i>
Effects: <i>1 minute + 30 seconds / year, animal must be feline or domesticated</i>				

General Description

Height 5'10"
 Weight 90 lbs.

Hair Color Grey
 Eye Color Sea Green

Nightvision 150'
 Ground Speed 200'/5 sec

Diarrah enjoys her freedom, so much so that she keeps a set of lockpicks in her fur just so she can pick the locks of any cell she happens to be thrown into. She abhors violence, and will climb a tree at the first sign of trouble... and if there's not a tree, she'll run till she finds one.

Defense Adjustments

Custom Articulated Studded Leather

Razor Claw Boots

InfoHelm (Technology)

Body Armour

Weapons

Crossbow (3d10)

20 bolts

Type 3 Disruptor (Technology)

Short Sword (3d10)

Equipment

Standard Adventurers' Backpack x2

Gypsy Box- wood

8,000 gp Diamond Collar

Earring of Hearing Trans: Wood Elf

Nice dress

Necklace with Holy Symbol of La-Rey

10 Disruptor Power Packs

8 InfoHelm Power Packs

Organizational Memberships or Affiliations

Psionic Abilities

Psi Points: Max _____ /Current _____

1st Level Spells	Effects	Base	+ WI Adj. × 2	= PCA
1.		50		
2.		50		
3.		50		
4.		50		
5.		50		
2nd Level Spells				
1.		50		
2.		50		
3.		50		
4.		50		
3rd Level Spells				
1.		50		
2.		50		
3.		50		
4th Level Spells				
1.		50		
2.		50		
5th Level Spell				
1.		50		